

is possible to reliably conceal patterns which have not won a prize and to clearly display the prize-winning combination pattern, there has been a problem in that the patterns of each rotation reel become difficult to see because lines other than the effective line are also displayed, resulting in continually displaying a plurality of lines, and it is necessary to prepare various indicator lamps, display machines or the like separately, thereby making the configuration complicated.

[0016] Moreover, in the gaming machine (Japanese Unexamined Patent Publication No. 2000-350805) equipped with the information display panel, although only the effective line is reliably displayed or various displays including performance images or the like are available, the patterns of each reel are continually seen also through the dot patterns, and the special performance images are always transparently displayed because of the transparent panel, thereby there has been a concern that the patterns of each reel have also become difficult to see due to overlapping said performance images.

SUMMARY OF THE INVENTION

[0017] The object of the present invention is to provide a gaming machine which enables clear display of the patterns of the reels and the performance images displayed on the front side display means arranged in front of the reels by solving the above-mentioned problems.

[0018] In a first aspect of the invention, a gaming machine, comprising: variable display means for variably displaying a plurality of patterns; front side display means, which is arranged in front of said variable display means, and through which the patterns of variable display means can be seen; internal-win-combination determination means for determining an internal-win-combination; a plurality of operation means for stopping the variable display of said variable display means; stop control means for stopping and controlling a variable display operation of said variable display means based on the result of determination of said internal-win-combination determination means and an operation of said operation means; and game media disbursement means for disbursing game media when the stop mode of the variable display means stopped by said stop control means is a predetermined stop mode, wherein said front side display means is configured so as to stack a plurality of panel-shaped displays.

[0019] Moreover, in a second aspect of the invention, the above-mentioned panel-shaped display in said gaming machine uses a liquid crystal panel.

[0020] Moreover, in a third aspect of the invention, a hollow portion, which can expose the patterns of variable display means on the panel-shaped display arranged at the side of the above-mentioned variable display means in said gaming machine, is formed.

[0021] Here, the variable display means may comprise a variable display device such as a CRT, an LCD, an EL, and so on. The plurality of patterns displayed on the variable display means comprise varying images. The varying images, for example, may be shown through a display section as a reel with a plurality of images rotates. The stop control means may comprise a stop device for stopping the varying images. The front side display means may comprise a front side display device. The front side display device, for

example, may comprise a first and a second display panels in front of the variable display device such that the gaming machine has a mode to allow a still image to be seen through the first and second display panels. The still image may comprise one of the varying images. The hollow portion may refer to an opening in the first or second display panel. The opening may be surrounded by an opaque member. The first or second panels may have a plurality of openings such that a plurality of still images may be seen through the openings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0022] FIG. 1 is a perspective diagram illustrating an outward appearance of a slot machine according to an embodiment of the present invention.

[0023] FIG. 2 is a front view illustrating an outward appearance of a slot machine according to an embodiment of the present invention.

[0024] FIG. 3 is a block diagram illustrating a configuration of an electric circuit of a slot machine according to an embodiment of the present invention.

[0025] FIG. 4 is a block diagram illustrating a configuration of a subcontrol circuit of a slot machine according to an embodiment of the present invention.

[0026] FIG. 5 is a view illustrating a pattern sequence arranged on a reel.

[0027] FIG. 6 is a view illustrating a prize-winning-combination and the number of disbursements corresponding to a prize-winning pattern combination.

[0028] FIG. 7 is a view illustrating an example of a ceiling display meter.

[0029] FIG. 8A is a view illustrating an example of an image which informs a left stop operation.

[0030] FIG. 8B is a view illustrating an example of an image which informs a right stop operation.

[0031] FIG. 8C is a view illustrating an example of an image which informs a center stop operation.

[0032] FIG. 9A is a view illustrating a probability lottery table for a general game mode.

[0033] FIG. 9B is a view illustrating a probability lottery table for a general game mode on BB.

[0034] FIG. 10 is a view illustrating a stop control table number selection table.

[0035] FIG. 11 is a view illustrating a correspondence between a push order for every stop table number and a prize-winning achievement/failure.

[0036] FIG. 12 is a view illustrating an example of a stop control table.

[0037] FIG. 13 is a view illustrating an example of a stop control table.

[0038] FIG. 14 is a view illustrating an example of a stop control table.

[0039] FIG. 15A is a view illustrating an AT frequency selection table.